

"ONE OF THE MOST EXCITING AND ENGAGING SUPERHERO COMICS OUT THERE."
-- COMICS ALLIANCE



MEGA MAN™

MAN

**FLYNN
PEPPERS
JAMPOLE
MARTIN**

CAPCOM

MEGA MAN™ | 55



IN THE YEAR 20XX, A SUPER ROBOT NAMED MEGA MAN HAS PLEDGED TO STOP THE EVIL DESIRES OF DR. WILY AND PROTECT THE WORLD. MEGA MAN NOW FIGHTS ALONGSIDE HIS FELLOW ROBOT MASTERS TO DEFEAT THE FORCES OF EVIL!

MEGA MAN™

CHARACTER
= SELECT =



MEGA MAN
A.K.A. ROCK



DR. THOMAS LIGHT
MEGA MAN'S CREATOR



ROLL
MEGA MAN'S SISTER



RUSH
MEGA MAN'S ROBO-DOG

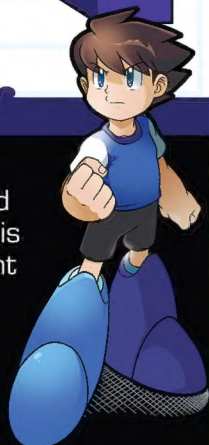


DR. ALBERT WILY
EVIL GENIUS/
MEGA MAN'S ENEMY

PREVIOUSLY...

He was created as **Rock**, model number **DLN-001**. In a time of crisis, he was changed into **Mega Man**, the super fighting robot. This little boy robot, built to help others, has fought and risked it all to save the world time and again.

But can a fighting robot truly bring everlasting peace...?



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CHRONOS INSTITUTE...

ONE WEEK BEFORE
DR. COSSACK'S
CHALLENGE TO THE
WORLD...*

*MM#53.

LET
ME JUST
COPY YOUR
SLOW TIME
ABILITY...

TIME MAN
EXPERIMENTAL TIME-
MANIPULATOR

MEGA MAN
THE BLUE
BOMBER

DR. LIGHT
ROBOT MASTER
CREATOR

DR. KOVIN
TIME RESEARCHER

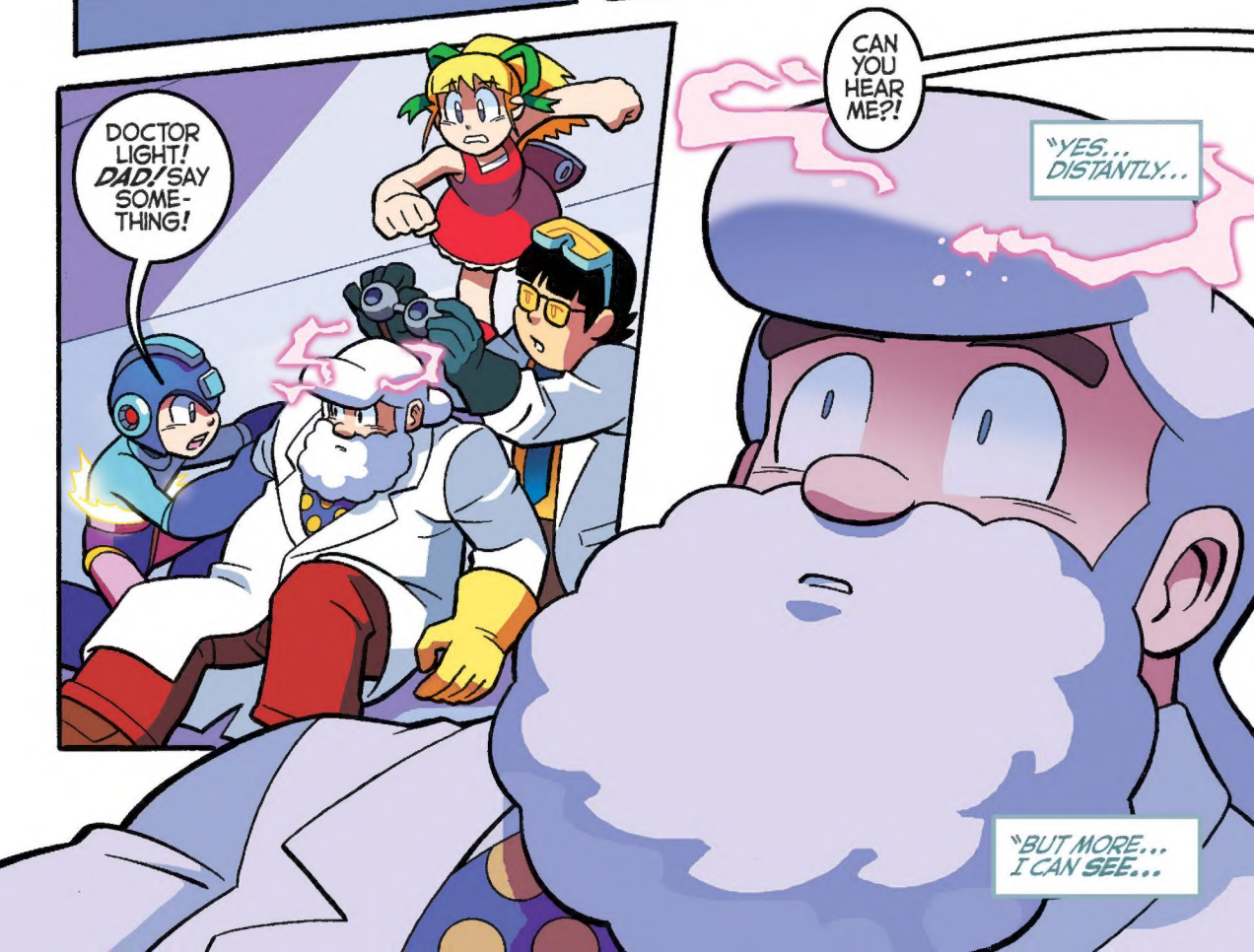
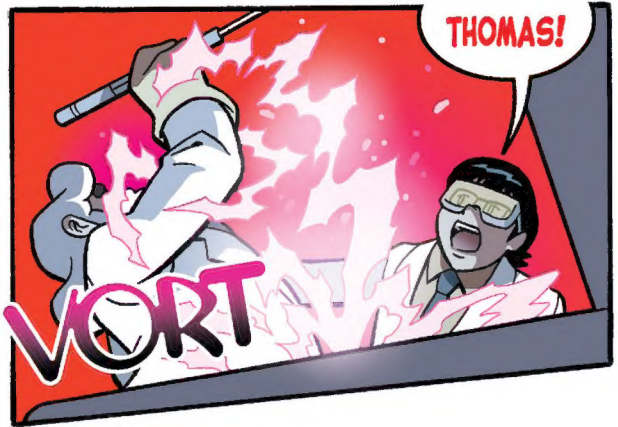
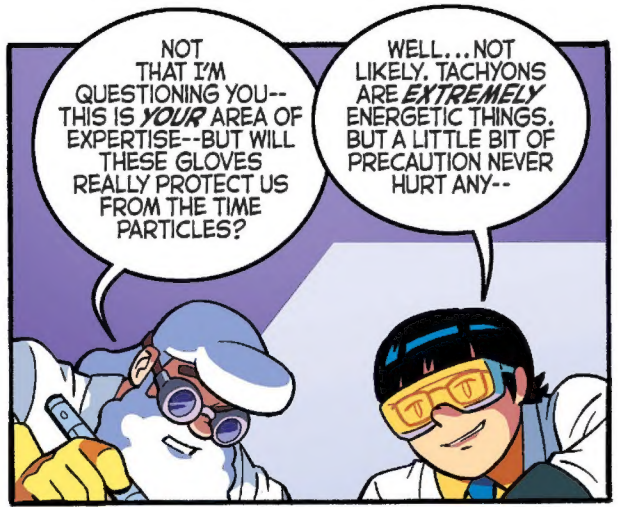
ROLL
LAB ASSISTANT

...AND
NOW WE'LL
USE IT SO THE
DOCTORS CAN
MAKE
ADJUSTMENTS
TO THE TIME
SKIMMER!

RUSH
ROBO-DOG

FLASH
MAN
REFORMED
ROBOT
MASTER

EVERLASTING PEACE



"... BUT WHAT AM I SEEING?"



"MIKHAIL... WHAT HAVE YOU DONE?"



"AND NOW THIS...
ANOTHER COPY
ROBOT?"

"NO, HE SEEMS
MORE... FAMILIAR...
THAN THAT..."

"BLUES?! ARE YOU LEADING THIS ARMY?"

"NO, I DON'T BELIEVE THAT'S TRULY YOU..."

"WH-WHAT
ARE THESE
ROBOTS...?"



"THEY DON'T
LOOK TO BE OF
THIS WORLD..."



"SO MANY FOREIGN DESIGNS..."

"... BUT WHO SENDS THEM AGAINST YOU, SON?"



"ALBERT...
YOU'RE
ALIVE..."

"AND WHAT FEARSOME
MACHINES HAVE YOU
RETURNED WITH?!"

"DO THE BATTLES NEVER END?"



"WHERE DID YOU GET THE MEANS FOR ALL THIS, ALBERT?"

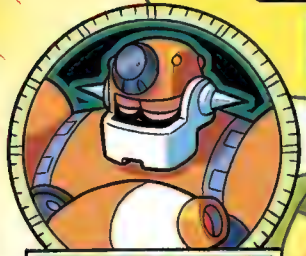
"A ROBOT LEADING
HIS OWN ARMY?"



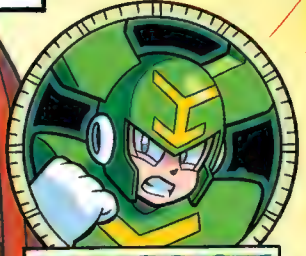
"WAS XANDER RIGHT?
WILL THE ROBOTS RISE
AGAINST US?"

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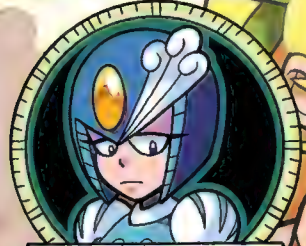
"THESE... THESE ARE MY CREATIONS. MY DESIGNS!"



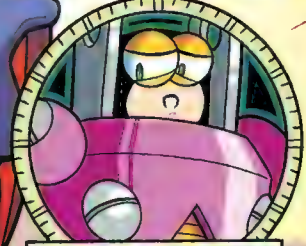
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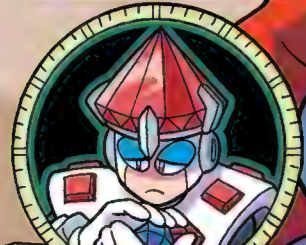
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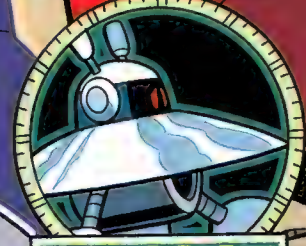
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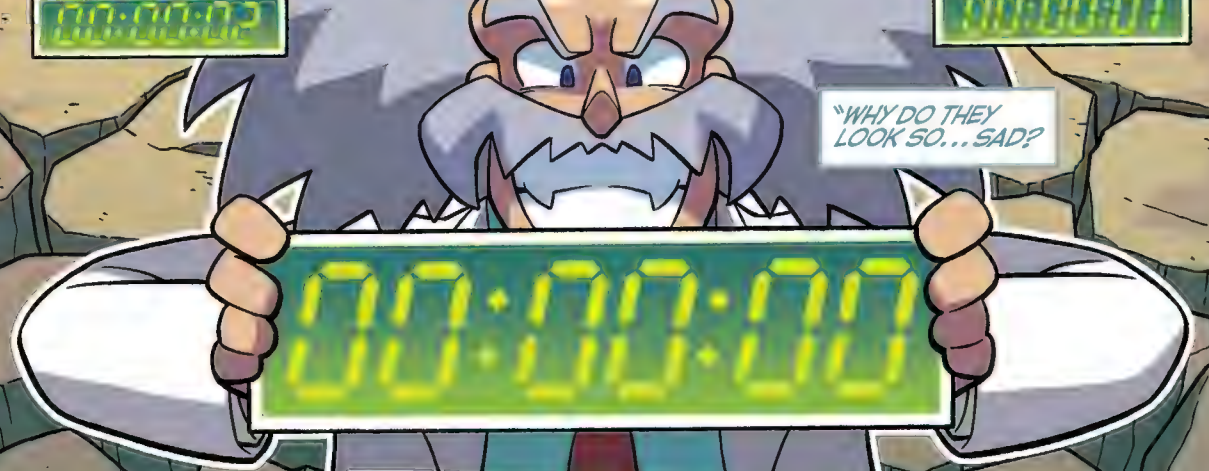
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00:00:01



"WHY DO THEY LOOK SO... SAD?"

00:00:00



"THESE ROBOTS HAVE
BEEN DRIVEN MAD!"

"WHAT COULD CORRUPT
THEIR PROGRAMMING
SO BADLY?"



"DOCTOR LIGHT?!
HOLD ON!"

"MEGA MAN? I
FEEL MY MIND
STRAINING..."



"... JUST HOW FAR
AHEAD AM I SEEING?"



"THESE ROBOTS...
THEY'RE ALIVE!"

"IT'S A SUBTLE
DIFFERENCE,
BUT THEY'RE
WELL BEYOND
THE ROBOT
MASTERS!"

"DO THE BATTLES
NEVER END?"

"I GET SUCH
A SENSE OF
DESPERATION...
OF SADNESS..."



*"I FEEL AS THOUGH
THE BURDEN HAS
BEEN PASSED..."*



*"...BUT THAT THEY'RE
STILL PAYING FOR
PAST MISTAKES."*

"I... I CAN'T TELL..."

"ARE THESE HUMAN BEINGS OR MACHINES?"



"AND THIS...
MAN AND MACHINE
SEEM TO BE ONE!

"THE WORLD
BELOW LIES
IN FLOODED
RUIN..."





THE
PARAMEDICS
ARE HERE.

PERFECT.
MY TIME
STOP JUST
WORE OFF.

WHU...
WHERE
...?

HE'S
WAKING
UP!



HOW DO
YOU FEEL?

STRAINED...
OVERWHELMED...
I... I SAW VISIONS...
THEY'RE ALL FADING
AWAY AS FAST AS
THEY CAME...

AND YET
I'M FILLED WITH
THIS SENSE OF...
DREAD. SO MUCH PAIN
AND DEVASTATION...
HAVE I SET HUMANITY
ON A DOOMED
COURSE...?



PRESSURE'S
OKAY. PULSE IS
HIGH, THOUGH.

DO YOU KNOW
WHERE YOU ARE, SIR?
WHO YOU ARE?

Y-YES, I'M
THOMAS LIGHT,
AND THIS IS
THE CHRONOS
INSTITUTE.

FLASH MAN
KEPT HIM IN
STASIS UNTIL YOU
GOT HERE!



NO... THAT'S
FOOLISH. THERE
WILL ALWAYS BE
ADVERSITY, AND THOSE
WHO'LL MISUSE WHAT
I'VE MADE...

Letters from the EDITORS

TWO "everlasting pieces" of awesome editorial commentary!

The year 200X.

It's funny. In addition to being the year that the **Mega Man** universe starts in, 200X could also be read as 2010, which was the year that the world learned that **Archie Comics** would be producing an all-new *Mega Man* comic book series, myself included!

That year marked the first **New York Comic Con** I ever attended, and I fully remember seeing the large promotional poster for the new series at Archie's booth. I was so excited; I couldn't believe that another beloved video game icon was getting a chance to shine in comics!

In a twist of fate, I started interning at Archie about two months after the convention and I've been working with them ever since! It has been an honor to work on this series since its inception and the experiences I've had with our extremely talented team will be held dearly in my heart.

It's clear to me that the *Mega Man* comics have their own voice and prove to be *much* more than a simple comic book based on a video game character. They are a labor of love. **Ian Flynn** understands the Mega Man character better than anyone. His devotion to the lore, the world, characters and themes are the reason why the stories are so enjoyable and relatable. He deserves my sincere thanks for a job well done and for serving the fans with such dedication.

In addition, the amazing teams of artists who have worked on this series deserve much admiration for their contributions and devotion to make this book look so darn good month after month. To **Ian Flynn, Patrick Spaziante, Gary Martin, John Workman, Matt Herms, Ryan Jampole, Jamal Peppers, Aleah Baker, Jonathan H. Gray** and the many others who have poured their hearts and souls into this book, *thank you* for all the great work!

And of course, thank you, **the fans**, for coming along for the journey! We hope you've enjoyed the adventure! Rest assured, with your dedication and support, Mega Man will continue on for everlasting peace!

- Vincent "Vin" Lovallo
Editor



2015

On Christmas day, 1987, my mother gifted me my first **NES**. I was crazy for Mario, [everyone was] but, for getting good grades, Mom went and bought me a li'l something extra—a "cherry on top"... a little something called **Mega Man**.

Looking past its "unique" box art, I popped the cartridge in and became undone at how genuinely challenging it was! It was a good while before I'd defeat **Ice Man's** stage [Those disappearing blocks, those perfectly timed jumps over ginormous pits!], and when I'd finally succeeded, my 7-year-old kid brain registered this feat as herculean!

Fast forward to today and that's exactly how I feel now.

Tons of games, 6 spinoff series and **55 issues** later, I realize that I've faced many of my personal challenges head-on and, in turn, helped contribute to several somethings that brought me joy as a child.

That's why it's my sincerest hope that this comic book has brought **you**, kids and adults alike, equal amounts of fun and joy.

I've been working with **Archie Comics** for over 10 years: either freelance or full-time. No matter who has come or gone in that tenure, one thing that's always struck me about the crew of **Mega Man** is the sheer love, dedication and passion that each person has put forth into making this book exceptional. Watching this book grow and evolve has truly been a wonderful experience.

To all of our fans: Never stop having fun! Never stop reading comics! Never stop finding the joy in anything and everything! Never stop being amazed! And never, *ever*, under any circumstances, stop being the amazing person that **you** are. This is my message to you.

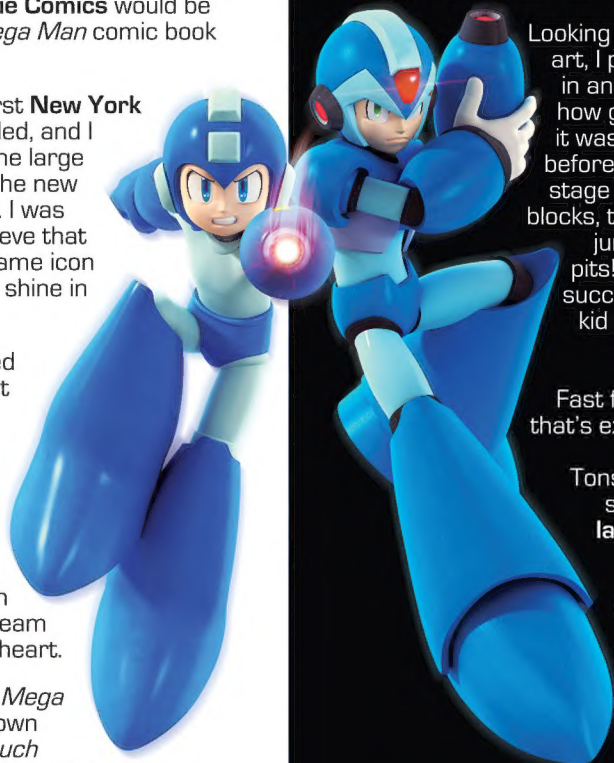
Thank you for reading *Mega Man* with us and for your constant support. This character would **truly not be** if not for **you**. *This* is our milestone.

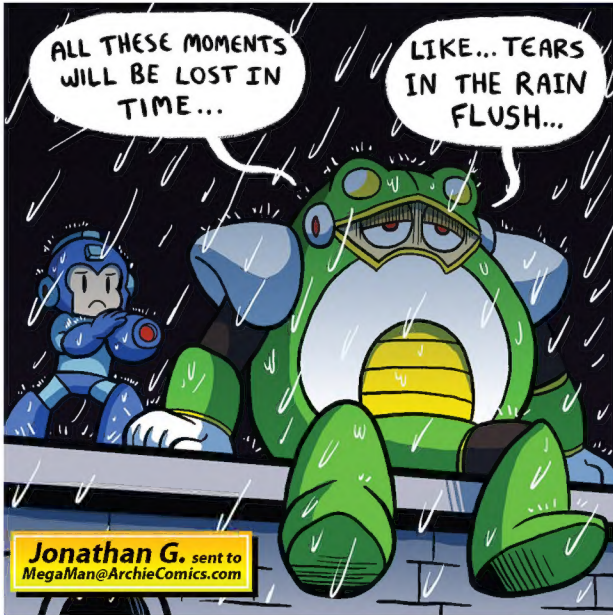
Until we meet again...

- Jonathan H. Gray
Assistant Editor

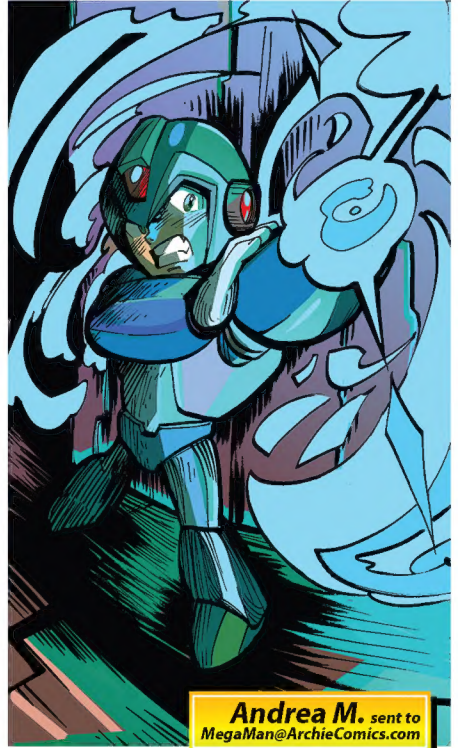


2015

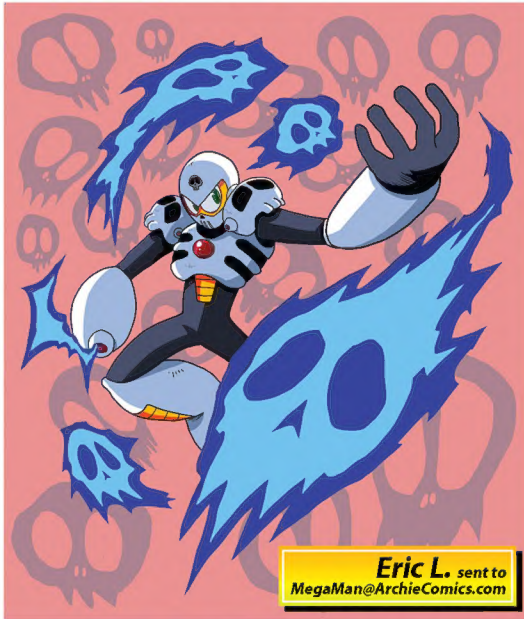




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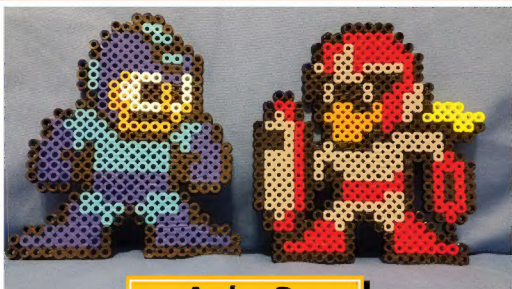
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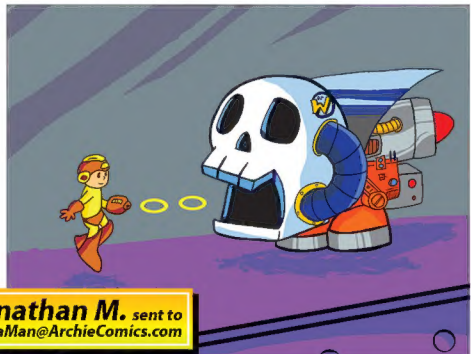
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MEGA MAN™



SO LONG... **FOR NOW!**